

Arty+ Manual

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October 2009

This mod is enhancing the capabilities of the Arma2 artillery module with more ordnances and custom sounds to create that battlefield atmosphere. The new ordnances can be used to create totally new mission objectives and tactical scenarios like creating mine fields deep inside of the enemy territory or disrupting enemy communications/equipment. The Arma2 artillery module has been written by Headspace and he deserves all credit and respect for its functionality. The mod presented here is simply an enhancement of that functionality with additional scripts, configs, particle effects and sound effects

Ordnance Description

DPICM

A **Dual-Purpose Improved Conventional Munitions (DPICM)** is an artillery or surface-to-surface missile warhead designed to burst into sub-munitions at an optimum altitude and distance from the desired target for dense area coverage. The sub-munitions are designed for both anti-armor and antipersonnel attack. Some sub-munitions may be designed for delayed reaction or mobility denial (mines). The air-to-surface variety of this kind of munition is better known as a cluster bomb.

When using this ordnance a statistic dud rate (undetonated submunition) of about 7% is to be expected. The submunition is designed to detonate itself with a built-in timer after 7 minutes after release from the delivering warhead to prevent it from turning into a long-term landmine threat.

ERGM

Precision Guided Extended Range Artillery Projectile.

The Excalibur 155mm Precision Guided Extended Range Artillery Projectile, also known as the M982 ER DPICM (Extended Range Dual Purpose Improved Conventional Munitions) Projectile, is a fire and forget, smart munition. It is intended to provide the [Army](#) with a capability to attack all three key target sets, soft and armored vehicles, and reinforced bunkers, out to ranges exceeding current 155mm [family](#) of artillery munitions.

With its accuracy and increased effectiveness, the Excalibur was designed to reduce the logistical burden for deployed ground forces. It would also provide lower risks of collateral damage through its concentrated fragmentation pattern, increased precision and near-vertical descent.

AD/EXJAM

Artillery Delivered Expendable Jammer

The jammer is discharged from the delivering artillery projectile just like submunition and activates itself upon impact to disrupt enemy communications in the target area. It has a real life battery-life dependent operation time of 1 hour and in the game 10 Arma2 minutes. The radius of disruption is 700 meters.

This currently only works in single player , because there is no other way to disable the radio than the enableradio command which only has a global effect. In Multiplayer, most people use 3rd party communication programs anyway, so it is impossible to disrupt that.

AD/EXECM

Artillery Delivered Expendable ECM equipment

This (experimental) piece of electronic counter measures effectively Disturbs the targeting equipment of nearby enemy vehicles in a 700 meters radius and has also a 10 minutes Arma2 battery lifetime.

A possible application is to use it against enemy AA vehicles when sending In friendly aircraft into a certain area. The targeting radar of the enemy AA Will be disturbed or show multiple targets, so that the missile capability is Effectively disabled. The enemy AA crew can however still engage the aircraft manually with the machine guns when the aircraft is in visible range.

ADAM

Area Denial Anti-personnel Mine (ADAM) is an antipersonnel mine activated by deployed trip lines. There are 36 wedge-shaped mines contained in the delivering projectile. Minefield density can be selectively determined by altering the number of rounds applied. There are currently three densities: low, medium, and high. The mines are expelled from the projectile (approximately 600 meters) over the designated target. Shortly after ground impact, up to seven trip line sensors are released out to a maximum length of 20 feet. The detonators are armed to fiction in the event of any small disturbance. The ADAM mine has lethality out to 15 feet.

RAMM

Remote Anti Armor Munition (RAAM) is effective against armored vehicles. The mines are expelled from the rear of the projectile over the target. After ground impact and roll, the mine is armed and ready to detonate upon sensing a proper armored vehicle signature (electromagnetic). A percentage of the nine RAAMS mines are equipped with an antisturbance device. RAAMS is highly effective when used in conjunction with the ADAM mine, which helps prevent neutralization by enemy ground troops.

Usage:

Simply place the artillery + module on the map and synchronize it to the battery lead vehicle you desire to use with the module. It works just like with the arma2 artillery module.

Then you call a fire mission from a script or a trigger. All the variables of the Standard arma2 artillery module are of course available too in conjunction with this. The new ordnances are called

“DPICM”
“ADAM”
“RAMM”
“ERGM/BLOCK1”
“AD/EXJAM”
“AD/EXECM”

There is new sound effects and impact particle effects for

“WP”
“HE”
“PROX”

Fire Mission List

[NAMEOFTHELOGICMODULE, TARGETPOSITION, ["IMMEDIATE", "DPICM", 0, 12]] call BIS_ARTY_F_ExecuteTemplateMission;

[NAMEOFTHELOGICMODULE, TARGETPOSITION, ["IMMEDIATE", "AD/EXJAM", 0, 12]] call BIS_ARTY_F_ExecuteTemplateMission;

[NAMEOFTHELOGICMODULE, TARGETPOSITION, ["IMMEDIATE", "AD/EXECM", 0, 12]] call BIS_ARTY_F_ExecuteTemplateMission;

**[NAMEOFTHELOGICMODULE, TARGETPOSITION, ['IMMEDIATE',
"ADAM", 0, 12]] call BIS_ARTY_F_ExecuteTemplateMission;**

**[NAMEOFTHELOGICMODULE, TARGETPOSITION, ['IMMEDIATE',
"RAMM", 0, 12]] call BIS_ARTY_F_ExecuteTemplateMission;**

**[NAMEOFTHELOGICMODULE, TARGETPOSITION, ['IMMEDIATE',
"ERGM/BLOCK1", 0, 1]] call BIS_ARTY_F_ExecuteTemplateMission;**

BATTERYVEHICLE setVariable ['ARTY_DEPLOY_ALTITUDE',400];

On individual vehicles or all vehicles of the battery

New vehicles, weapons and features

The M224 mobile mortar system:

The M224 can be used with this module like any other artillery asset. It uses the M8-baseplate which allows physically fit soldiers to make their mortar group mobile and carry the mortar to a new position. The function call

makes the mortar group pack up the mortars, shoulder them and move to the given position to set up their mortars again for a new fire mission. The M224 can fire “HE”, “SMOKE”, “ILLUM” and has the “HE_PROX” option for proximity fuze.

Improved Illumination rounds:

When calling for “ILLUM” fire missions, an improved variant of the arma2 illum round will be loaded. The deployed illuminating flare will seem to be braked by parachute for slower descent and burn for 120 seconds (just like in RL).

Troop reaction to incoming artillery:

Upon incoming artillery infantry as well as vehicle crews will react to the threat and proceed to an evasive waypoint before continuing with the given waypoints.

Dim tracers:

The use of dim tracers that are visible with night vision equipment only is made available. To make a battery use dim tracers simply set the following variable in the group’s variable space :

BATTERYGROUP setVariable ["CHN_ARTY_DIMTRACERS",true,true];

Low angle trajectory fire :

The option to fire projectiles at low angle is implemented now too.
Currently the following ordnances can be fired at LA:

“HE_LA”
“DPICM_LA”

Only the M119 and D30 can fire at that angle.

Proximity fuze (VT) :

The option to fuze projectiles near ground is also available which increases the effectiveness of the round.

To use this fuzing option the suffix “_PROX” is used:

“HE_PROX”

Distant impact and fire sound effects:

The atmosphere of the game is majorly increased by this feature that simulates distant impact sounds of artillery rounds or the firing of artillery vehicles to make it more real.

Compatibility:

This mod allows to use vilas M109 addon for HE, DPICM and ERGM fire missions.
Look into the demo missions for usage.

Known Issues:

For the sake of completeness and game experience, some rounds that can only be fired from 150+mm systems in real life are available for the 105mm platforms. Once more 150mm systems will be available, they will of course be added with the ordnances.

Multiplayer compatibility not tested, that`s why this is an open public beta, so people can test it and report their issues.

Disclaimer: Charon Productions takes no responsibility for any kind of negative effects caused by the usage of this addon. This addon is unsupported.
Real-world military usage of this addon is prohibited.